



WIN A
WALT DISNEY WORLD®

STITCH

vacation

to see Stitch's NEW Magic Kingdom®
attraction!

See inside back cover for details.

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GAME BOY ADVANCE



AGB-BLSE-USA

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

Disney's Lilo & Stitch 2

Hämsterviel Havoc

For some odd reason, good peaceful experiments are wreaking havoc all over the island. In addition to their duty to track down all the missing Experiment Balls, Lilo and Stitch must now find all of the rampaging experiments and convince them to be good again. To make things worse, the Galactic Council has heard about the bad experiments and has sent Guards to the island to round them all up... including Stitch. What could possibly be causing good experiments to go bad again?

GETTING STARTED

1. Make sure the POWER switch is OFF.
2. Insert the **Disney's Lilo & Stitch 2: Hämsterviel Havoc** Game Pak into the Game Boy Advance slot as described in your Nintendo Game Boy Advance instruction manual.
3. Turn the POWER switch ON.

NOTE: The **Disney's Lilo & Stitch 2: Hämsterviel Havoc** Game Pak is for the Game Boy Advance system only.

GETTING STARTED

TITLE SCREEN

Following the legal information, you will see screens for Disney Interactive, Climax, and finally, **Disney's Lilo & Stitch 2: Hämsterviel Havoc**. Press **Start** to proceed to the Main Menu.

MENU CONTROLS

Use the following buttons to navigate the menu screen:



+Control Pad Up / Down

Highlight menu options

A Button

Select option

B Button

Return to the previous screen

GETTING STARTED

MAIN MENU

Play Game

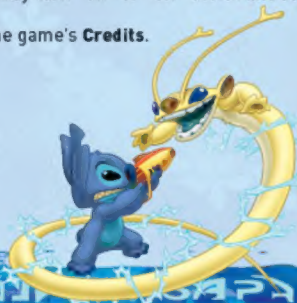
Select this option to start a new game or load a saved game. There are three saved game slots available. When you select an empty slot, you will then need to select a character icon to label the saved game. When you select a slot that already contains a saved game, you will be asked to **Continue** the saved game or **Overwrite** the saved game with a new game. Selecting **Overwrite** will delete the current saved game and will prompt you to select a character icon to label that slot's new saved game.

Options

From the Options screen, you may turn "On" or "Off" the **Sound FX** and **Music** settings.

Extras

View the **High Scores** or see the game's **Credits**.



PLAYING DISNEY'S LILO & STITCH 2

Lilo and Stitch need to track down all of the Experiments that are causing chaos on the island. Along the way, they will have the help of the Experiments that they have found and turned back to good. When Stitch finds and turns a misbehaving Experiment back to good, he will race across the island in the Buggy to meet up with his other friends and exchange Experiments. To thank them for their help, the Experiments offer to help our heroes out in their quest. Stitch uses the Experiments that help him to maximize his firepower, while Lilo keeps with her the Experiments whose powers she can use to help her solve puzzles in a stealthier manner than her boisterous blue friend.

GAME MAP

Once you select your game slot, you will be taken to the game map. Once you complete a level, you may go back and replay it at any time. Use the **+Control Pad** to move around the map. Press the **A Button** to start the selected level.



PLAYING DISNEY'S LILO & STITCH 2

CONTROLS

Stitch's Controls

The Experiments that help Stitch need time to recharge after firing. The more powerful an Experiment is, the more time it needs to recharge.

Move	+Control Pad
Jump	A Button
Fire Weapon	B Button
Duck	+Control Pad Down
Cycle through Experiments & Items	L Button
Use Item or Experiment's Skill	R Button

Lilo's Controls

The Experiments that help out Lilo are individually controlled. To start controlling an Experiment, simply cycle to that Experiment's icon using the **L Button** and then press the **R Button** to switch control to that Experiment. If the Experiment you are seeking to control has already been activated, then you will return to that Experiment where you last left it. If the Experiment is not currently active, it will appear next to Lilo. Select Lilo's image from the Inventory then press the **R Button** to return control to her.

PLAYING DISNEY'S LILO & STITCH 2

Recalling Experiments

Lilo is able to instantly recall and deactivate an Experiment from anywhere in the level. To recall an Experiment that you are controlling, use the **L Button** to cycle through the inventory until you see the **Plasma Ball** (see **The Experiments** section). Press and hold the **R Button** and the selected Experiment will be returned to Lilo's inventory.

Lilo's Controls

Move	+Control Pad
Jump	A Button
Use Object or Experiment's Skill	B Button
Cycle through Experiments	L Button
Select Experiment	R Button

Buggy Controls

Steer	+Control Pad Left / Right
Accelerate	A Button
Brake / Reverse	B Button
Hop / Powerslide	L Button
Fire Blasters	R Button

PLAYING DISNEY'S Lilo & Stitch 2

POWER-UPS

Pick these up to give Stitch temporary weapon upgrades, or to restore health to both Lilo and Stitch.



Super Powered Blaster - Blast away with these augmented guns.



Rocket Launcher - These rockets will hone in on the closest enemy.



Ice Cream - Collecting this will replenish one bar to the health meter.



Cake - Collecting this will add 3 bars to the health meter.

STITCH'S COLLECTIBLE ITEMS

Once collected, these items will be available in Stitch's inventory, along with the available Experiments. Press the **L Button** to cycle through the inventory items, and then press the **R Button** to use the item.



Grenades - Lob these at enemies from a safe distance.



Coffee - Once activated, Stitch will become so energized that everything else on the screen will slow down, making shots easier to avoid and enemies easier to blast.

THE EXPERIMENTS



Yaarp (Experiment 613) - His sonic blast will help Stitch blow enemies away.



Slushy (Experiment 523) - He generates an icy wind that can help out Lilo by freezing liquids, blowing boxes and other small objects, freezing enemies and putting out fires.



Yang (Experiment 502) - Use Yang to take out Stitch's more troublesome enemies from a safe distance with his powerful blobs of lava.



Richter (Experiment 513) - With one pound of his tail, Richter causes the earth to shake, helping Lilo by dislodging loose rock. His strength is also helpful for moving heavy objects. He is too heavy to jump and stays close to the ground.



Slugger (Experiment 608) - Protect Stitch by taking careful aim and swinging Slugger's tail to deflect incoming projectiles.



Sparky (Experiment 221) - Sparky can help Lilo by activating switches and shocking enemies. Being made of electricity, Sparky can fly through the air and zip through electrical wiring. When Sparky is next to a terminal, press the **B Button** to send him zipping through the wire.



Splodyhead (Experiment 619) - Splodyhead's homing plasma bolts are an excellent addition to Stitch's arsenal.



Recall Experiment - Used by Lilo to remove an Experiment from the environment and place it back into inventory.

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